ESPN

MLS
MAJOR LEAGUE SOCCER

EXTRA TIME

TM

EVERYONE
E
CONTENT RATED BY ESRB

O·F·F·I·C·I·A·L
MLS
LICENSED PRODUCT

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's MLS Extratime™. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it. For your Information, MLS Extratime™ is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences.

WARNING

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Thank you very much for purchasing **ESPN MLS™ EXTRATIME**.
In order to fully enjoy your gameplaying experience, we recommend that you thoroughly read this manual before playing.

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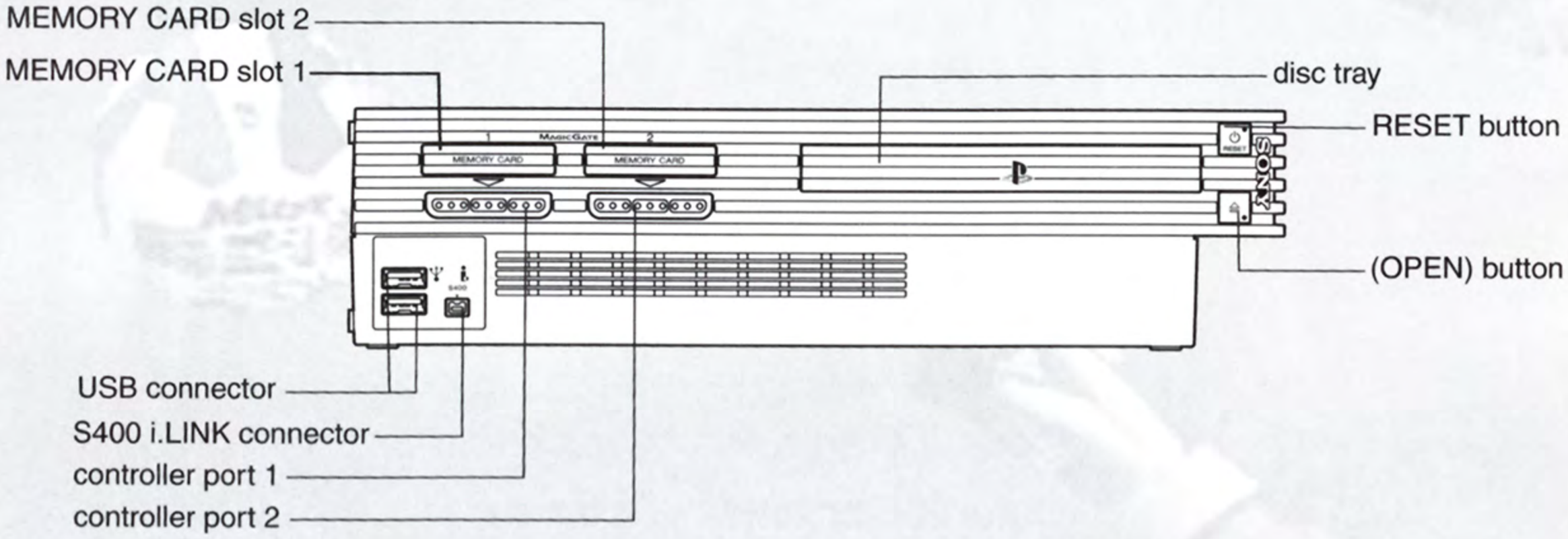
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **ESPN MLS™ EXTRATIME** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

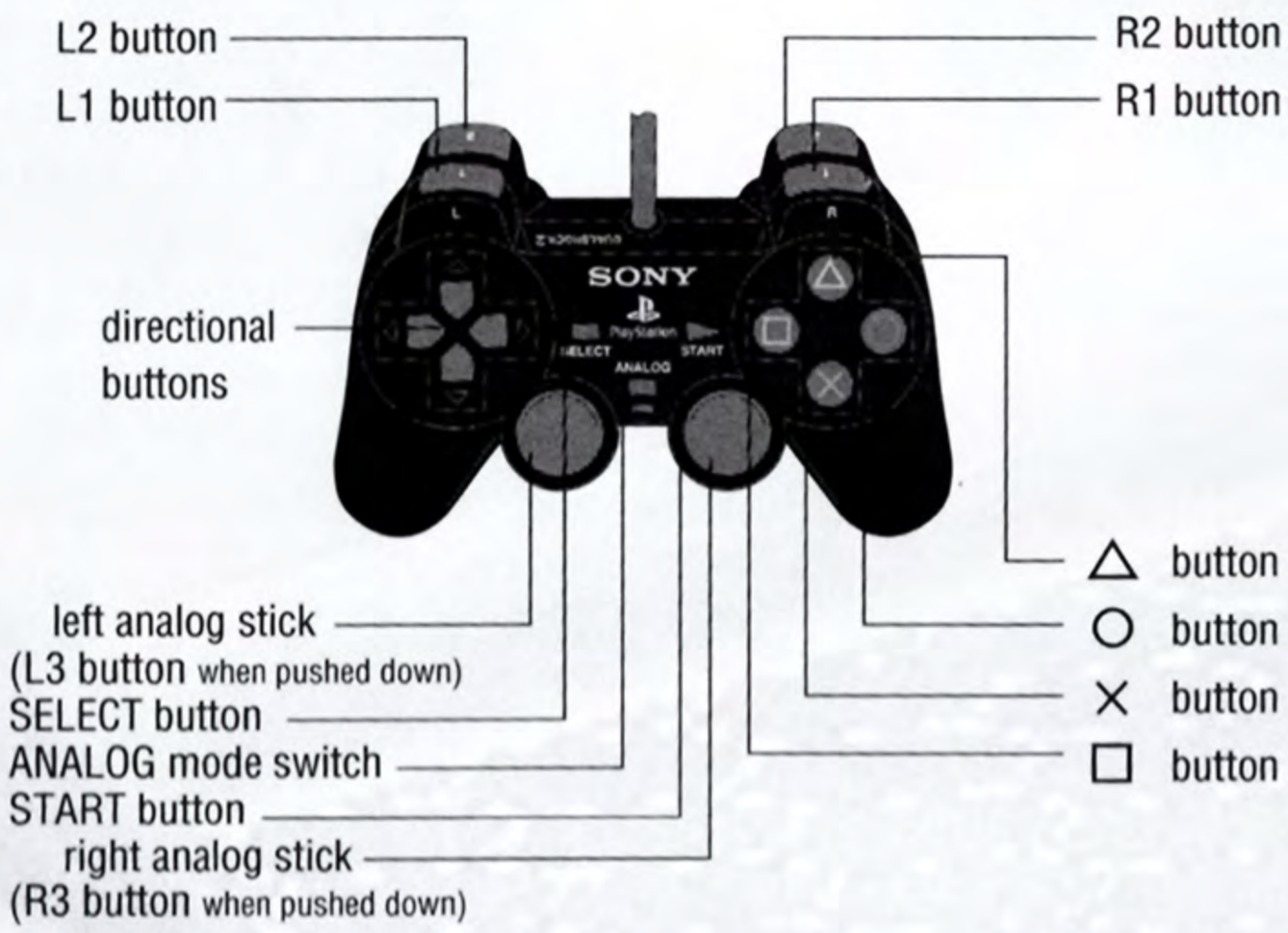
MEMORY CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card (8MB) (for PlayStation®2) containing previously saved games.

For more information, see “Saving Game Data” on page 25.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER



This game supports the DUALSHOCK™2 analog controller and the DUALSHOCK™ analog controller. For 1 player, the controller should be connected to Controller Port 1. For 2 players, the controllers should be connected to Controller Ports 1 and 2. (For up to 4 players, see "Multiplay" below.)

DUALSHOCK™2 AND DUALSHOCK™ ANALOG CONTROLLERS

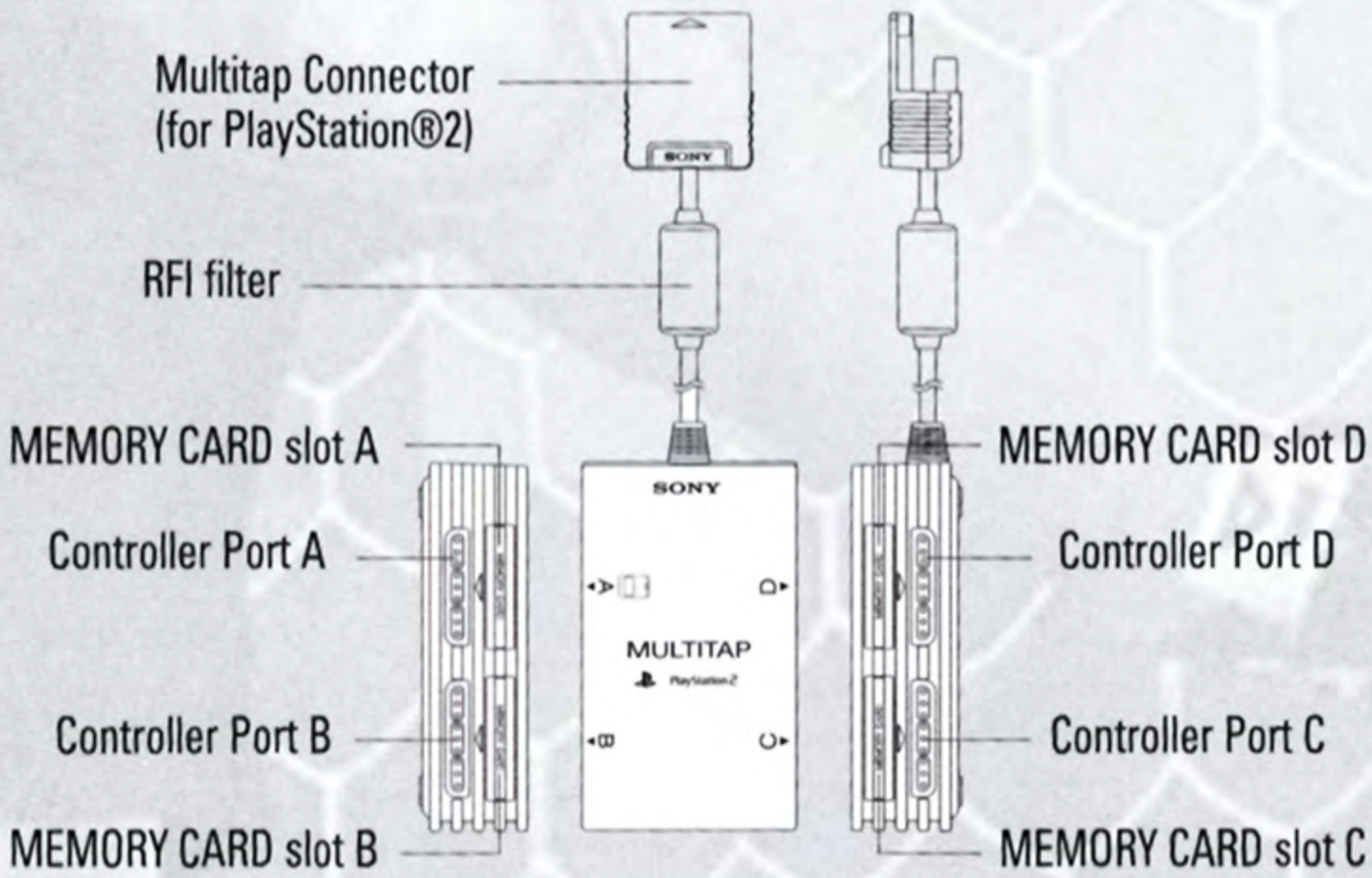
ESPN MLS™ EXTRATIME is best enjoyed with the DUALSHOCK™2 analog controller. With this controller, both the directional buttons and the left analog stick can be used for control; the ANALOG mode switch and red LED light are always set to ON.

VIBRATION FUNCTION

When "Vibration" in Option Mode is set to ON, the controller will vibrate in response to player movement. The controller will vibrate in both Digital and Analog Modes.

MULTIPLAY

Up to 4 players can compete simultaneously using the Multitap (for PlayStation®2) (sold separately). When more than 2 players are competing simultaneously, you must connect a Multitap (for PlayStation®2) then connect controller 3 and 4 to controller port B and controller port C (For additional information on using the Multitap, please refer to its Instruction Manual.)



DEFAULT CONTROLS

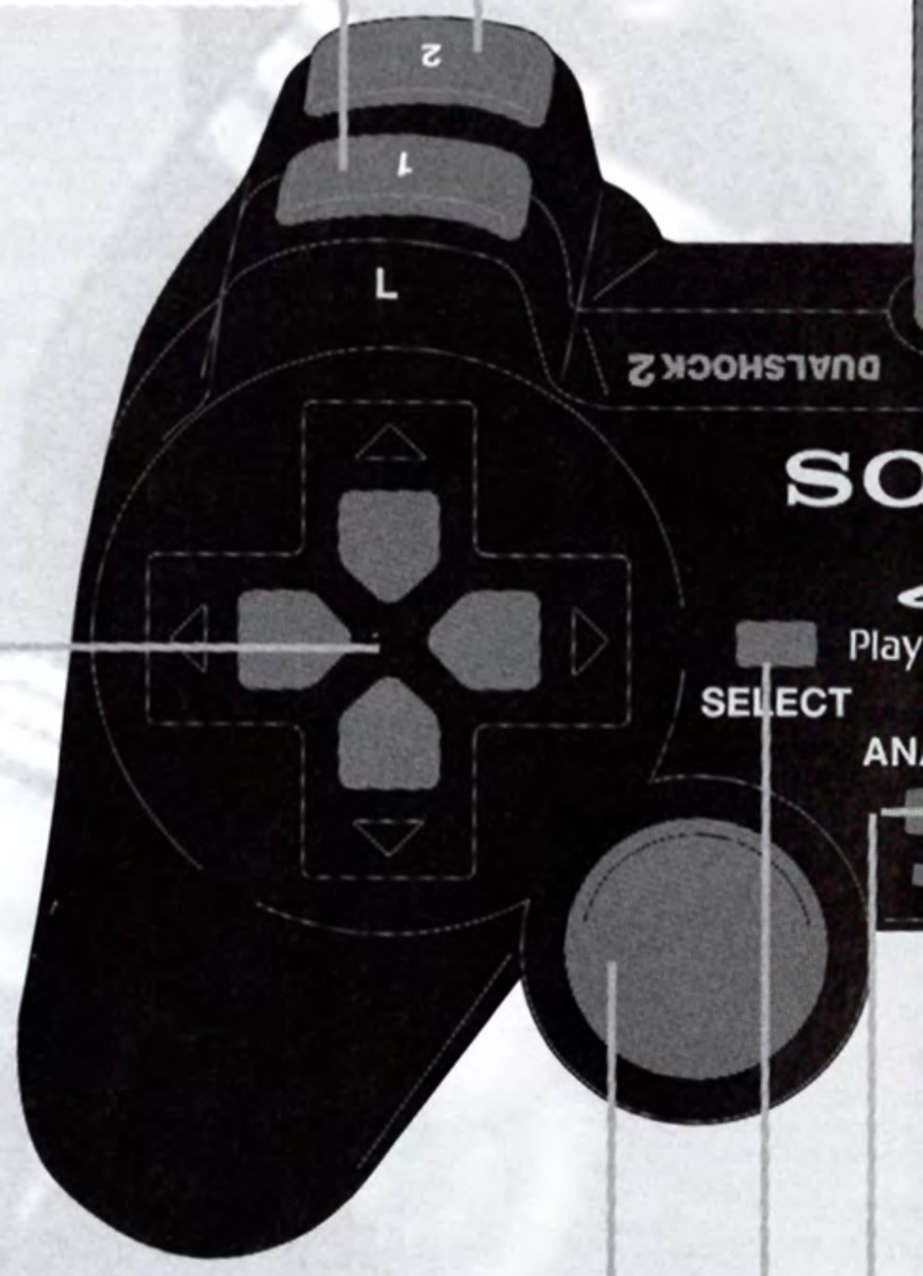
ATTACK

DUALSHOCK™2 ANALOG CONTROLLER

L2 button (Semi-Auto Mode): activate strategy
L2 button (Manual Mode): + ■ button = execute/cancel ■ button strategy;
+ ▲ button = execute/cancel ▲ button strategy;
+ ● button = execute/cancel ● button strategy;
+ X button = execute/cancel X button strategy

L1 button: switch players;
+ ■ button = lob/chip

directional button: determine direction of dribble, press or shot; change ball direction at the point when a shot is taken



- You can change controller settings in Options Mode from the Mode Select screen. See page 13.
- This game is best enjoyed with the DUALSHOCK™2 analog controller.
- The red LED is always ON when using the DUALSHOCK™2 analog controller.

left analog stick: determine direction of dribble, press or shot; change ball direction at the point when a shot is taken

SELECT button

ANALOG mode switch

R2 button: + ■ button = move attack level right;
+ ● button = move attack level left

R1 button: speed burst

- ▲ button: through pass; + L1 button = floating through pass.
- ● button: aerial pass; press more firmly to increase power gauge and control length of pass; the ball will be crossed if you are correctly positioned down the opposition flank; + L1 button = floating 1-2 pass
- X button: short pass; + L1 button = 1-2 pass
- ■ button: shoot; press more firmly to increase power and longer to shoot higher; becomes a clearance kick when performed in front of your own goal; + L1 button = lob/chip; direct shot when ball is trapped; header or volley when ball is in the air

right analog stick: not used

START button: access Pause menu

LED

SPECIAL MOVES (based on player skills)

- Fake: Press the L1 button repeatedly while dribbling. Press the directional buttons or left analog stick to control fake direction.
- R1 button: Press to dummy ball without being trapped. Do not move the directional buttons or left analog stick when a pass is about to be received or it will fail.
- Press the X button when beyond opposing penalty area and moving toward end line to cross the ball as a grounder pass.
- Press the directional buttons or left analog stick twice in advancing direction during a speed burst to knock ball further ahead.
- Experiment with the controls to find your own special moves!

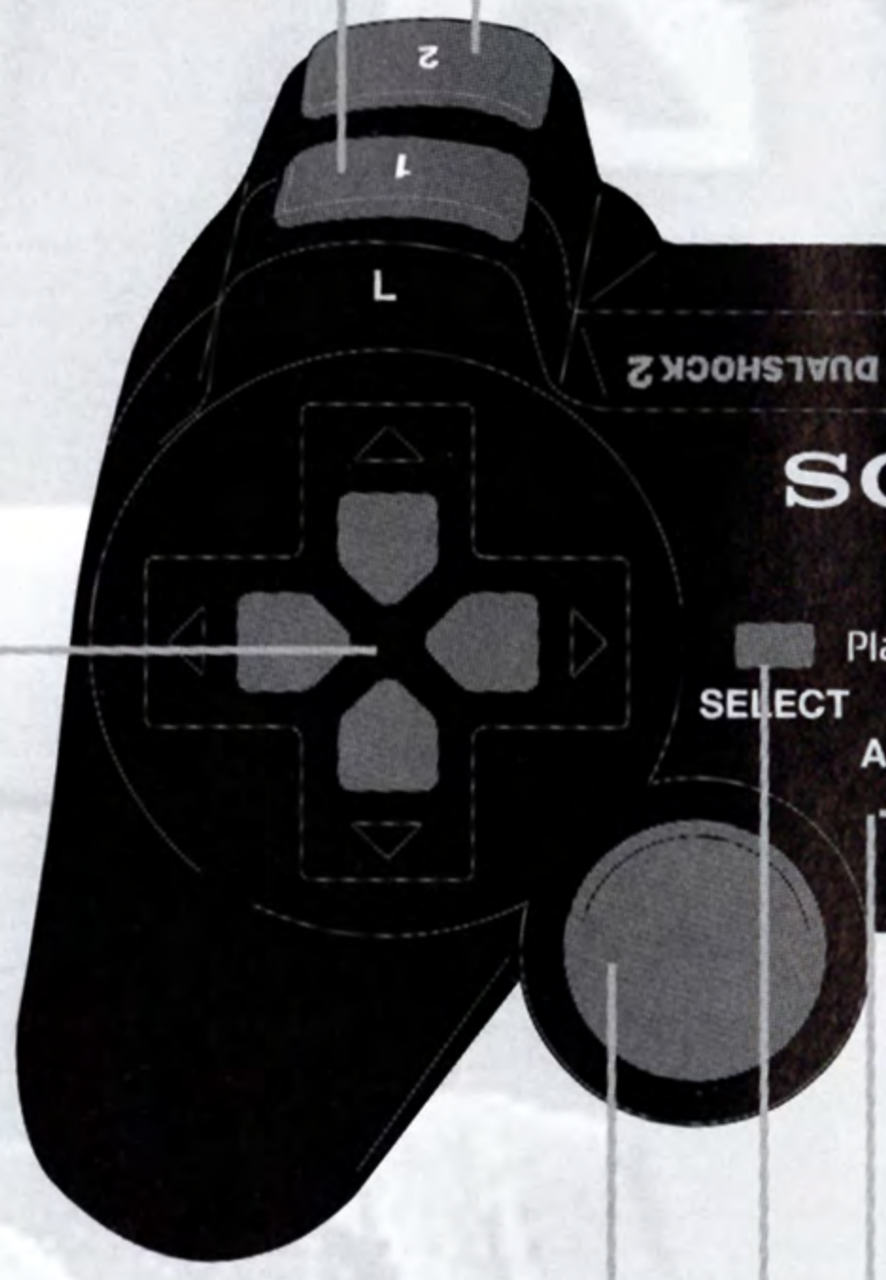
DEFAULT CONTROLS
DEFENSE

DUALSHOCK™2 ANALOG CONTROLLER

L2 button: + ■ button = execute/cancel ■ button strategy;
+ ▲ button = execute/cancel ▲ button strategy;
+ ● button = execute/cancel ● button strategy;
+ X button = execute/cancel X button strategy

L1 button: switch players

directional button: determine direction for attacks, normal tackles, sliding tackles and clearances



- You can change controller settings in Options Mode from the Mode Select screen. See page 13.
- This game is best enjoyed with the DUALSHOCK™2 analog controller.
- The red LED is always ON when using the DUALSHOCK™2 analog controller.

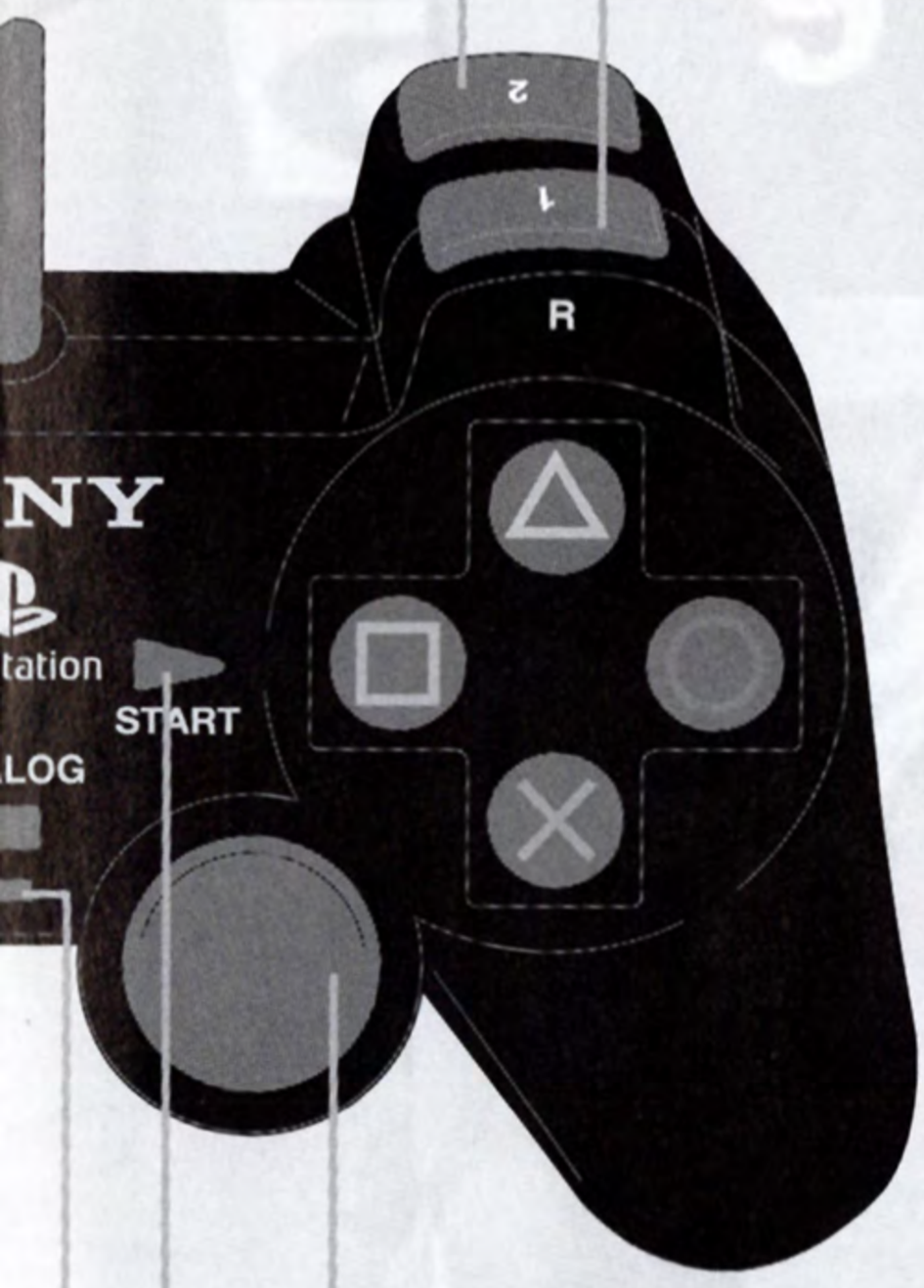
left analog stick: determine direction for attacks, normal tackles, sliding tackles and clearances

SELECT button

ANALOG mode switch

R2 button: + ■ or ● button = change attack/defense strategy;
+ ■ button = move level position right;
+ ● button = move level position left

R1 button: speed burst



▲ button: goalkeeper button: while button is pressed, move goalkeeper away from line to intercept ball

● button: sliding tackle; clear ball with a volley when it is in the air

X button: attack/tackle; press the R1 button + directional buttons or left analog stick to charge into attack during attacking movement; execute pass when ball is in the air

■ button: attack 2/clearance; clear ball with a header when it is in the air; hold down button to make teammate attack opposition player in possession in an attempt to dispossess him

right analog stick: not used

START button: access Pause menu

LED

ADDITIONAL CONTROLS

FREE KICK

- Directional buttons or left analog stick: Change direction by pressing ←/→; change the angle by pressing ↑/↓.
- ● button: Aerial pass. Hold down button to control height of pass as indicated on power gauge.
- X button: Short pass.
- ■ button: Shoot. Shot will be effective within a limited range. (If you take a long shot from your end of the field, the shot will be simply a long pass Press the directional buttons or left analog stick ←/→ when shoot gauge is displayed to curve ball.
- ▲ button: Through pass.

THROW IN

Directional buttons or left analog stick: Move player ←/→ to face other players.

- X button: Short throw in.
- ● button: Long throw in.

PENALTY KICK/PENALTY SHOOT OUT

Directional buttons or left analog stick: Shoot in 6 different directions either as the kicker taking the shot or as the goalkeeper.

- KICKER: Press and hold the directional buttons or left analog stick (see below) and then press ■ button.
- GOALKEEPER: Attempt to guess direction of the incoming shot and then press and hold the directional buttons or left analog stick in that direction (see below).

PENALTY KICK/PENALTY SHOOT OUT DIRECTION CONTROLS

GROUND KICKS:

Press the Directional buttons/left analog stick:

- ↖ for ground left
- ↑ for ground center
- ↗ for ground right

AIR KICKS:

Press the Directional buttons/left analog stick ↑, and then press:

- ↖ for air left
- ↑ for air center
- ↗ for air right

CORNER KICK

- Directional buttons or left analog stick: Control ball direction.
- ● button: Cross the ball. Hold down the button to adjust height of cross.
- X button: Short corner.

GOAL KICK

- Directional buttons or left analog stick: Control ball direction.
- ● button: Long pass.
- X button: Short pass.

GOALKEEPER

- X button or ■ button: Throw ball (medium range).
- ● button: Long kick (long range).

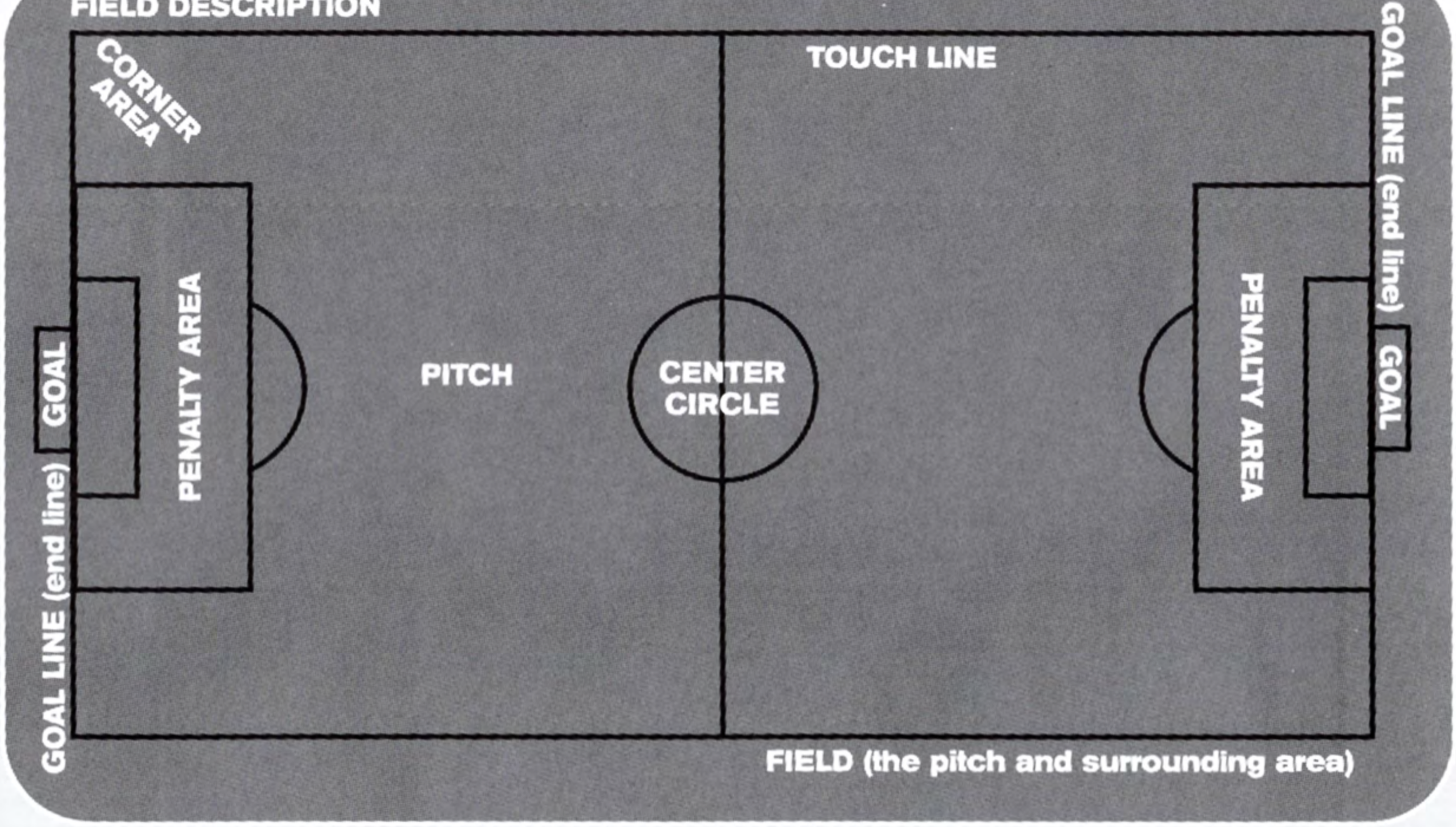
GOAL REPLAY

- ▲ button: Toggle between Play/Pause.
- L1/R1 buttons: Rotate viewpoint to the left/right.
- R2/L2 buttons: Switch players.
- Directional buttons or left analog stick ↑/↓: Zoom in/out.
- Directional buttons or left analog stick ←: Hold to rewind.
- Directional buttons or left analog stick →: Hold to play.
- ● button + Directional buttons or left analog stick ←/→: Reverse/forward frame by frame.
- START button or X button: End replay.
- ■ button: Save replay.

BASIC RULES

Official rules of soccer apply as a general principle within the game.

FIELD DESCRIPTION



GAME LENGTH

5 minute or 10 minute matches can be selected (in all game modes).

The game length can be selected at the start of play.

OVERTIME

Overtime in the form of a sudden-death rule and penalty-kick tiebreakers is available with certain matches depending on the game mode selected from the Mode Select screen. (See page 12.) Two types of overtime are available, which you can select for exhibition games:

- MLS: Two 5-minute overtime periods with no Penalty Kick shootouts.
- INTERNATIONAL: Two 15 minute periods with Penalty Kick shootouts if tied.

YELLOW CARDS/RED CARDS

Players who are presented with 2 yellow cards during the same match will be sent off. Players who receive a single red card are sent off immediately. In Season and Cup matches, players who have received more than 2 yellow cards and players who have received a red card are not able to play in the next match.

OFFSIDE

A player is offside when a player on the same team is closer to the goal line than the defensive line of the opposing team at the exact moment the ball is passed.

- With 2 controllers inserted, 2 people can play teams.
- Using a Multitap (for PlayStation®2) enables up to 4 people to play simultaneously.
- Using a memory card (8MB) (for PlayStation®2) enables you to save results and settings for Season and Cup matches.

STARTING THE GAME

GAME MODE AND PLAYER SELECTION

Press the START button on the Title screen to display the Mode Select screen. Selecting a mode displays the relevant Mode Setup screen. To select: Highlight a mode by pressing the directional buttons or left analog stick ↑/↓. Press the X button to confirm or the ● button to cancel.

MATCH MODE

Select your favorite teams for a single match. Advance to Team Selection. (See page 14.)

SEASON MODE

Compete in the MLS Season. (The computer randomly sets up the season schedule every time you start a new Season Mode game.) Select your MLS Team and follow the season to the MLS Cup™ Finals.

CUP MODE

- MLS CUP™: Compete as one of the 12 MLS Teams in this 8-team tournament. Two 3-game series will get you to the MLS Championship. The Finals is 1 game for the cup.
- INTERNATIONAL CUP: This is a tournament in which 16 countries compete in a round-robin series of qualifying matches, then in a single elimination 16-team tournament. The 2 winning teams play in a final for the International Cup.
- EUROPEAN, AFRICAN, AMERICAN and ASIAN CUPS: These are tournaments. Depending on the cup being played, some matches may have extra time while others may not. When a Home and Away format is being played, each match must be played twice. If both teams have the same scores after both matches have been played, the winner will be decided in accordance with the number of goals scored in Away games, for which double points will be awarded. If the scores are still the same after this, extra time and a penalty shoot out will be played. Only 1 match will be played when the Home and Away format is not in effect. Advance to Game Mode Settings.

SCENARIO MODE

This mode dares you to accomplish various objectives in 12 different games. The games will start mid-match, such as from a throw-in, kick, goal kick, penalty kick or corner kick. Your goal will be based on the situation, such as to win the match, score a hat trick with a certain player, and so on. To take this challenge, keep alert, size up the situation immediately and move in to win!

TRAINING MODE

This mode enables you to practice your shooting, free kicks, set plays and other soccer skills. Players can also be divided into teams for Open Practice. Advance to Team Selection. (See page 21.)

OPTION MODE

This mode enables you to adjust various settings for the games and allows you to view replays. (See page 24.)

CONTINUING A GAME

Select the RESUME option after selecting your game mode. The MEMORY CARD screen will be displayed. Highlight the appropriate memory card (8MB) (for PlayStation®2) slot and confirm your selection by pressing the X button. Then highlight the appropriate file and press the X button. Press the START button to proceed with the load; press the ● button to cancel.

TEAM SETUP

TEAM SELECTION

Highlight a team by pressing the directional buttons or left analog stick ↑/↓. Press the X button to confirm or the ● button to cancel. Some competitions require that you select the other teams to participate. You can either do this manually or press the ■ button to randomly select all the teams at once.

MATCH MODE/TRAINING MODE

Select your teams from 53 countries, 12 MLS teams, 2 All Star teams and 1 hidden bonus team for exhibition matches and training sessions. After that, choose the sequences of players for taking the penalty kicks.

MLS SEASON

Choose a team from 12 MLS teams. Go to Match Setup. (See page 15.)

CUP MODE

Select your teams from a total of 53 countries for the International Cup and from 12 MLS teams for the MLS Cup™. For the European, African, American and Asian Cups, you must select your teams from the available teams within the relevant area. The Cup Mode starts as soon as the participating teams have been chosen. Go to Match Setup. (See page 15.).

FORMATION AND STRATEGY SETTINGS (Match Mode, Season Matches, Cup Matches)

You can change the formation and strategies of a team midway through a match by pressing the START button to display the Pause screen, selecting EDIT SELECT from the menu, and then selecting FORMATION EDIT or STRATEGY EDIT.

SUBSTITUTION

On the team list, press the directional buttons or left analog stick → to select the player who will be substituted out and press ← to select the player who will be substituted in. Players will be changed only when the ball is out of play. A maximum of 3 players can be substituted during a single match. The names of players not eligible as starting players owing to the accumulation of yellow cards or a red card are dimmed and cannot be selected. When both players have been selected, press the ● button to return to the menu. From here you can select CONFIRM to exit the Formation and Strategies menus.

DISPLAYED PARAMETERS

Height	Speed	Heading accuracy
Left/right footed	Acceleration	Dribble
Offense	Pass accuracy	Curve
Defense	Shooting power	Technique
Body balance	Shooting accuracy	Response
Stamina	Jumping power	

FORMATION SETTINGS

4-5-1A	4-4-2A	4-3-3A	3-6-1A
4-5-1B	4-4-2B	4-3-3B	3-6-1B
3-5-2A	3-4-3A	5-4-1A	5-3-2A
3-5-2B	3-4-3B	5-4-1B	5-3-2B

DEFENSE STYLE

Change the style of defense, choosing between ZN (Zone) and CV (Covering) options.

AWARENESS

Align the cursor with the player whose attack awareness is to be adjusted, and then press the directional buttons or left analog stick ←/→ to change the selection.

- RED ARROWS: The player assumes an attacking position and participates actively in any attacking movements.
- YELLOW CIRCLES: The player exhibits well-balanced and smooth movement.
- GREEN ARROWS: The player assumes a defensive position and does not participate much in the attacking movements.

POSITION DESCRIPTIONS

- GK (goalkeeper): Saves shots at goal and generally defends the goal area.
- SWP (sweeper): Located at the back of the defensive line to follow up on any loose balls.
- LIB (libero): Located in a defensive position as a general rule, but also allowed to be active in attacking movements.
- CB (center back): Located in front of the goal and used to prevent the opposing team from breaking through to the goal.
- SB (side back): Defends the side of the pitch. Moves vertically up and down the pitch and participates in attacking movements.
- DH (defensive half): A defender located at the rear of the mid-field. Also used to take the initiative in attacking movements.
- SH (side half): Puts together attacking movements from the side of the pitch.
- OH (offensive half): Located at the front of the mid-field and used to set up attacking movements.
- WG (winger): Creates chances to break through the opposing team vertically from the side.
- CF (center forward): The goal hunter who operates in the goal area.

Note: The LIB and SWP positions cannot be assigned to the same player.

STRATEGY

SETTING UP STRATEGIES

Access the Strategy Setup Screen by selecting STRATEGY EDIT and then STRATEGY. A maximum of 4 different strategies can be set up, either as MANUAL or SEMI-AUTO.

- In Manual Mode, you execute all 4 strategies.
- In Semi-Auto Mode, you execute the first strategy and the computer executes the other three.
- Each of the 4 strategies is assigned to the ■, ▲, ● or X button. Press the relevant button + the L2 button to execute Manual strategies during the match. Press the L2 button to execute Semi-Auto strategies.
- Strategy names are not displayed during the match, so you must remember what they are. You can execute all 4 strategies at the same time.

- CENTER ATTACK: Players move to the center of the pitch and force the ball up the center.
- RIGHT SIDE ATTACK: Players move to the right side of the pitch and force the ball up the wing with overlapping movements.
- LEFT SIDE ATTACK: Players move to the left side of the pitch and force the ball up the wing with overlapping movements.
- OPPOSITE SIDE ATTACK: Players move to the side of the pitch opposite to the side of attack and execute a side change to finish the attack.
- CHANGE SIDE: The formation is switched from right to left or vice versa to confuse the opponent's marking strategies.
- CENTER BACK OVERLAP: The libero or center back participates in an attacking movement.
- ZONE PRESS: The players crowd in on the ball.
- COUNTER ATTACK: The attacking players stay with the opponent's defensive line.
- OFFSIDE TRAP: The defensive line is moved forward.

ATTACK LEVEL

This is displayed beneath the player's nameplate during the match. This level can be set in 5 different stages, and is used to increase the team's overall sense of offensive and defensive awareness. You can select either Manual or Automatic.

EXPLANATION OF ATTACK LEVELS

- When the level is increased during attacking movements, the defense is moved up field to enable better attacking penetration. When the level is decreased, it is easier to prevent counter attacks.
- When the level is increased while defending, the places to which an opposing player can pass the ball are covered. Decreasing the level increases the number of players on defense.
- When the level is increased during defensive plays, the defenders become more active, making it difficult for their opponents to take the ball off them. When the level is decreased, the defenders place more emphasis on defending the goal. This enables the defensive line to be controlled during defensive plays. When the levels are increased to their maximum and the entire team activated for offensive or defensive movements, all players will either attack or defend regardless of the individual awareness settings. There are times when individual players will move up field even when set for defensive movements.

FORMATION COPYING

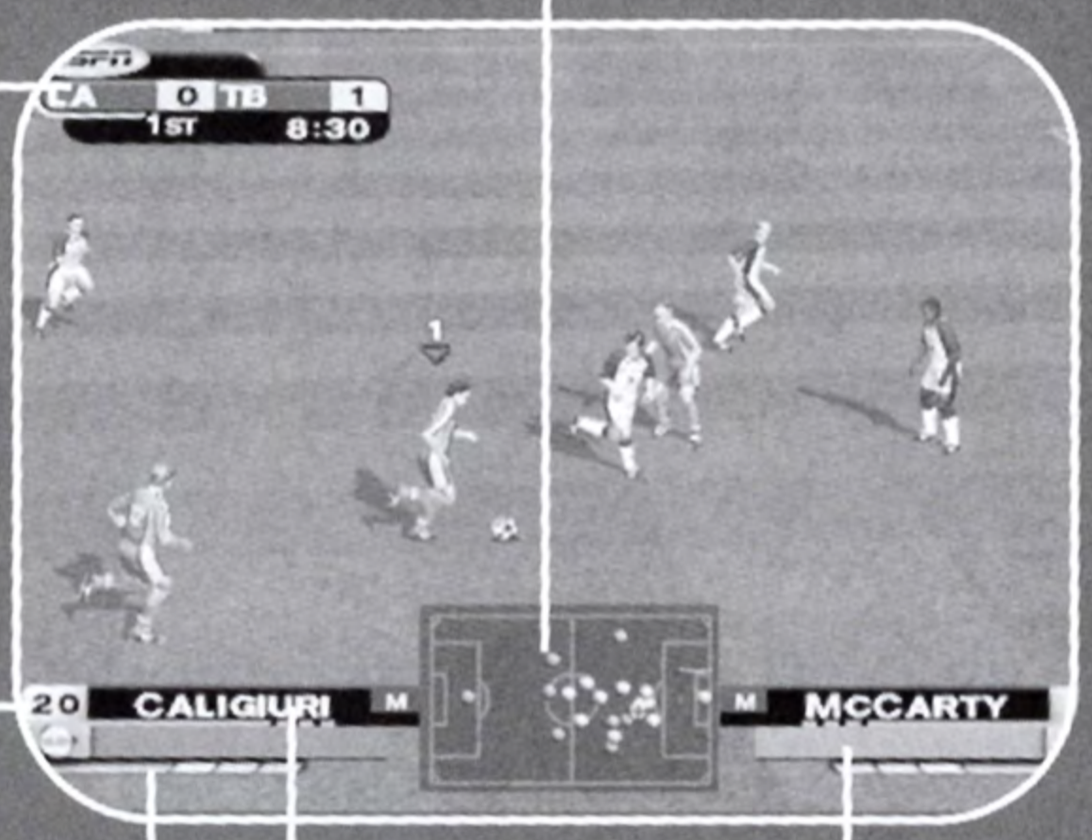
You can save amended formation and strategy data for up to 8 teams. Once this data has been saved, it is also possible to load it into the system. Press the ● button to select the flag for the team to be copied, and then select the location where the data is to be copied.

IMPORTANT NOTICE: The data is not saved onto the memory card (8MB) (for PlayStation®2) at this point. In order to do that, display the Edit Select screen and then select EDIT SAVE.

To load, insert a memory card (8MB) (for PlayStation®2), select LOAD HOME OR AWAY, and select a saved file.

GAME SCREENS

Each display can be set up with the Display Options function in Pause Mode.

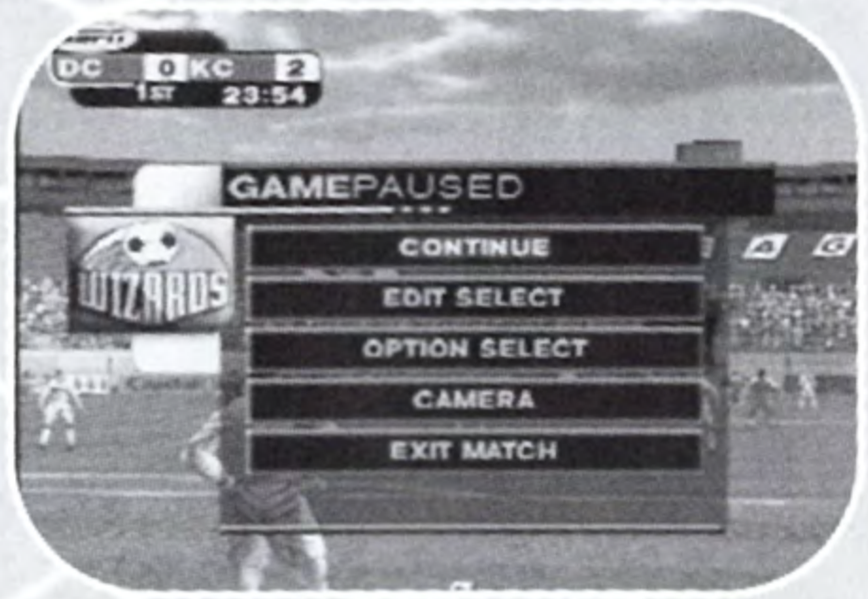

RADAR SCREEN
SCOREBOARD
Tracks game scores and elapsed time.
CA 0 TB 1
1ST 8:30
ARROW CURSOR
The cursor is blue for Home teams and red for Away teams.
PLAYER'S NUMBER
20 CALIGIURI M
M McCARTY
PLAYER'S NAME
STRATEGY DISPLAY
ATTACK LEVEL ADJUSTMENT
• R2 BUTTON + ■ BUTTON: Move level position left.
• R2 BUTTON + ● BUTTON: Move level position right.

OUT OF PLAY

This means that the match has been temporarily halted while the players prepare for a corner kick, a free kick, a goal kick, a penalty kick or other similar plays. A substitute player may enter the field when the ball is out of play.

PAUSE MENU

You can adjust a variety of settings in Pause Mode. Press the START button to pause a game. Highlight an item by pressing the directional buttons or left analog stick ↑/↓ and then press the X button to display the relevant screen.



- CONTINUE: Cancel Pause Mode.
- EDIT SELECT: Edit players, adjust formation and strategy parameters and save or load team data.
- OPTION SELECT: Adjust game settings from the Options Menu. See page 24.
- CAMERA: Select from 2 different camera angles by pressing the directional buttons or left analog stick ↑/↓. Confirm your selection by pressing the X button.
- EXIT MATCH: Ends the match. You will return to the Mode Select screen.

TRAINING MENU

This screen provides a selection of offensive training in an actual match situation, including shooting practice, free kicks and set plays.

SELECTING OPPONENTS

To add some opposition players to the training session, first pause the game. Select EDIT SELECT and then select FORMATION EDIT. From the following menu, you can substitute in the opposition players you would like to play against in the training session. When you return to training, these players will join the match. (See page 16 for how to substitute.)

ENDING TRAINING

Select EXIT TRAINING to end the training. You will return to the Mode Select screen.

RESULTS

SEASON MATCHES

The following game results screens appear after every season match:

- TABLE: A table of positions of all teams with number of points and other information.
- SCHEDULE: A table of opposing teams for the subsequent season and the results of past games.
- GAME RESULTS: Win/loss results for all teams.
- LEADERS: Names of players in order of top goal scores.
- ASSISTANCE RANKING: Names of players in order of top assistance plays.

Select the arrow icon to either save the results, advance to the next match or end the game. To save data, go to Save Data. (See page 25.)

MLS SEASON

The results of the MLS Season are shown in each of the divisions after each game. The 3 division champions are seeded 1, 2 and 3. The next 5 teams with the best season records are seeded 4, 5, 6, 7 and 8 regardless of division. These 8 teams compete in MLS Cup™ Mode to determine the MLS champion.

STANDINGS
AUGUST 1
ESPN
LEAGUE
GP W L T PTS GF GA
1 Chicago 19 12 4 3 39 40 22
2 New England 21 12 6 3 39 32 19
3 Los Angeles 18 8 6 4 28 28 23
4 Dallas 20 8 6 6 30 28 26
INFORMATION
Teams standings in divisions and the whole league.
OK
BACK

INTERNATIONAL CUP

The win/loss results and the standings chart are displayed for qualifying matches. The final tournament table will be displayed if your team reaches the finals.

EUROPEAN CUP, AFRICAN CUP, AMERICAN CUP, ASIAN CUP

In the Home and Away format, the results are displayed when both these matches have been played. The match results and the tournament table are displayed next.

Common terminology used in Cup Modes.

PTS = Points: total number of points
W = Win: total number of matches won
L = Loss: total number of matches lost
T = Tie: total number of matches drawn
GF = Goals For: total number of goals scored
GA = Goals Against: total number of goals conceded

Press the directional buttons or left analog stick ↑/↓ to scroll screens displaying ↑ and ↓ symbols.

GAME OPTIONS

DISPLAY

- RADAR DISPLAY: The radar screen gives you the field overview to set up your plays. Choose to show or hide this screen during gameplay.
- RADAR MARKERS: On the Radar Display, these markers symbolize the whereabouts of your teammates. Choose the color of radar markers:

  – STANDARD: Blue (Home)/Red (Away), or

  – JERSEY: Switches to the MLS Team's jersey colors.
- STRATEGY INDICATOR: When you are selecting an onscreen strategy, these indicators are button prompts that inform you of which strategy you selected. Toggling this option turns these prompts ON or OFF.

SOUND

Adjust the volume of game commentary, music and sound effects, and set up the announcer.

CONTROLLER

Change your controller's button configuration for both offense and defense controls, and turn the DUALSHOCK™2 analog controller's Vibration function ON/OFF.

To change a setting, select a controller (for player 1, 2, 3 or 4), use the directional buttons or left analog stick to highlight an action, and then press the controller button you want to assign to that action.

REPLAY

View a replay of the latest game action.

OPTION FILE

Choose to save or load your user settings.

SAVING GAME DATA

When you select PLAY NEXT MATCH, you will be presented with 3 options: continue with the NEXT MATCH, SAVE and QUIT GAME.

To save the game, press the directional buttons or left analog stick ↑/↓ to highlight SAVE and press the X button. Highlight the appropriate Memory Card slot and press the X button. Then highlight a save location. Press the X button to confirm a selection or press the ● button to cancel it. Press the START button to save the data.

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Senior Artist	Jun Nakagawa
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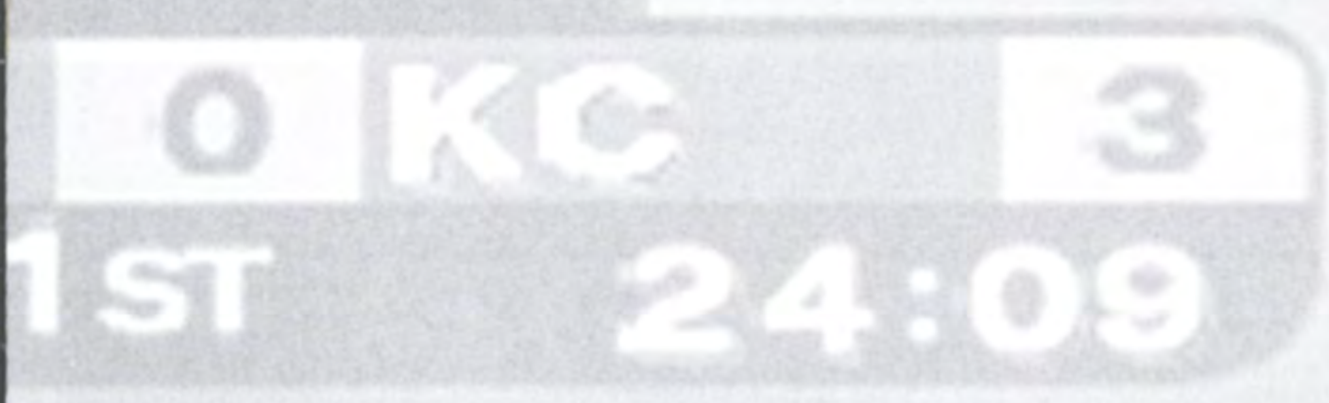

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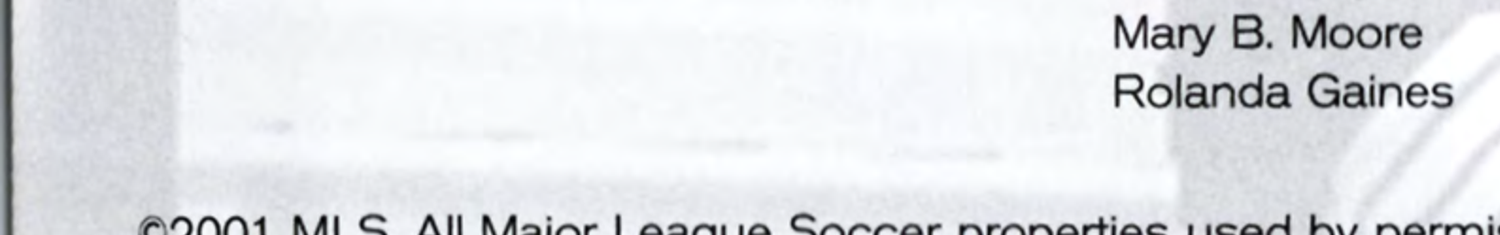

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Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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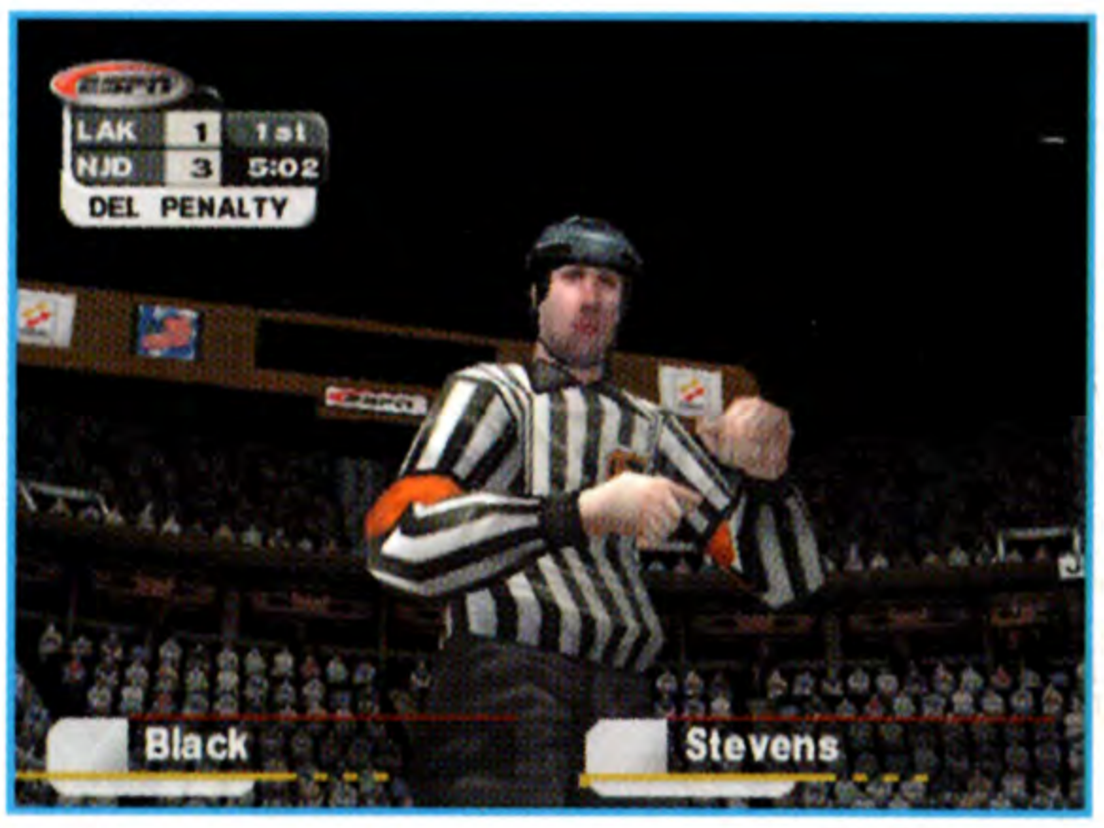

NATIONAL HOCKEY NIGHT

EVERYONE
E
CONTENT RATED BY ESRB
Mild Animated Violence

Put the Biscuit in the Basket!

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